1. (Currently Amended) A method comprising:

receiving input data of [[an]] a sporting event;

processing said input data to generate positional data;

generating semantic information based on said positional data and game rules of said sporting event, said semantic information describing an officiating event; and

transmitting said semantic information to an officiating entity of said sporting event.

2. (Canceled)

3. (Currently Amended) A method according to claim 1 [[2]], wherein said sporting event is a soccer game.

4. (Original) A method according to claim 1, wherein said officiating entity is an event official.

5. (Original) A method according to claim 1, further comprising:

generating an event model from said positional data and said semantic information; and

storing said event model in an event model database.

6. (Currently Amended) A method according to claim 5, further comprising querying said event model database for [[an]] said officiating event.

7. (Original) A method according to claim 1, further comprising generating an animation based on said positional data.

8. (Original) A method according to claim 7, further comprising transmitting said animation to said officiating entity.

9. (Original) A method according to claim 1, further comprising transmitting said semantic information to an officiating interface.

10. (Currently Amended) A system comprising:

an officiating data unit to generate officiating event data <u>based on positional data and game rules of a sporting event, said officiating event data describing an officiating event of said sporting event</u>; and

an officiating device to receive said officiating event data.

11. (Currently Amended) The system of claim 10, wherein said officiating data unit comprises a tracking system to receive input data and generate <u>said</u> positional data from said input data.

12. (Original) The system of claim 11, wherein said officiating data unit comprises:

an event model generator to generate an event model from said positional data; and

an event model database to store said event model.

13. (Original) The system of claim 12, wherein said officiating data unit comprises:

an officiating data extractor to query said event model database for <u>said</u> officiating event data; and

an officiating interface to receive said officiating event data and transmit said officiating event data to said officiating device.

14. (Original) The system of claim 13, wherein said officiating interface receives officiating decision data from said officiating device.

15. (Original) The system of claim 14, wherein said event model includes said officiating decision data.

16. (Original) The system of claim 10, further comprising an event animation unit to generate an animation from said officiating event data.

17. (Original) The system of claim 16, further comprising an officiating interface to receive said animation and transmit said animation to said officiating device.

18. (Original) The system of claim 16, wherein said officiating device receives said animation.

19. (Currently Amended) A machine-readable medium having stored thereon data representing sequences of instructions, said sequences of instructions which, when executed by a processor, cause said processor to:

receive input data of [[an]] a sporting event;

process said input data to generate positional data;

generate semantic information based on said positional data and game rules of said sporting event, wherein said semantic information describes an officiating event; and

transmit said semantic information to an officiating entity of said sporting event.

20. (Canceled)

21. (Currently Amended) The machine-readable medium of claim 19 [[20]], wherein said sporting event is a soccer game.

22. (Original) The machine-readable medium of claim 19, wherein said officiating entity is a referee.

23. (Original) The machine-readable medium of claim 19, wherein said sequences of instructions further cause said processor to:

generate an event model from said positional data and said semantic information; and

store said event model in an event model database.

24.   (Original) The machine-readable medium of claim 23, wherein said sequences of instructions further cause said processor to query said event model database for officiating event data.

25.   (Original) The machine-readable medium of claim 19, wherein said sequences of instructions further cause said processor to generate an animation based on said positional data.

26.   (Original) The machine-readable medium of claim 25, wherein said sequences of instructions further cause said processor to transmit said animation to said officiating entity.

27.   (Original) The machine-readable medium of claim 19, wherein said sequences of instructions further cause said processor to transmit said semantic information to an officiating interface.